

USEFUL CHARTS

POKÉMON EXPERIENCE CHART

Level	Exp Needed	Level	Exp Needed	Level	Exp Needed	Level	Exp Needed	Level	Exp Needed
1	0	21	460	41	2,355	61	6,110	81	11,910
2	10	22	530	42	2,480	62	6,360	82	12,320
3	20	23	600	43	2,610	63	6,610	83	12,735
4	30	24	670	44	2,740	64	6,865	84	13,155
5	40	25	745	45	2,875	65	7,125	85	13,580
6	50	26	820	46	3,015	66	7,390	86	14,010
7	60	27	900	47	3,155	67	7,660	87	14,445
8	70	28	990	48	3,300	68	7,925	88	14,885
9	80	29	1,075	49	3,445	69	8,205	89	15,330
10	90	30	1,165	50	3,645	70	8,485	90	15,780
11	110	31	1,260	51	3,850	71	8,770	91	16,235
12	135	32	1,355	52	4,060	72	9,060	92	16,695
13	160	33	1,455	53	4,270	73	9,350	93	17,160
14	190	34	1,555	54	4,485	74	9,645	94	17,630
15	220	35	1,660	55	4,705	75	9,945	95	18,105
16	250	36	1,770	56	4,930	76	10,250	96	18,585
17	285	37	1,880	57	5,160	77	10,560	97	19,070
18	320	38	1,995	58	5,390	78	10,870	98	19,560
19	360	39	2,110	59	5,625	79	11,185	99	20,055
20	400	40	2,230	60	5,865	80	11,505	100	20,555

DAMAGE CHARTS

ROLLED DAMAGE			
Damage Base	Actual Damage	Damage Base	Actual Damage
1	1d6+1	15	4d10+20
2	1d6+3	16	5d10+20
3	1d6+5	17	5d12+25
4	1d8+6	18	6d12+25
5	1d8+8	19	6d12+30
6	2d6+8	20	6d12+35
7	2d6+10	21	6d12+40
8	2d8+10	22	6d12+45
9	2d10+10	23	6d12+50
10	3d8+10	24	6d12+55
11	3d10+10	25	6d12+60
12	3d12+10	26	7d12+65
13	4d10+10	27	8d12+70
14	4d10+15	28	8d12+80

SET DAMAGE			
Damage Base	Actual Damage	Damage Base	Actual Damage
1	5	15	45
2	7	16	50
3	9	17	60
4	11	18	65
5	13	19	70
6	15	20	75
7	17	21	80
8	19	22	85
9	21	23	90
10	24	24	95
11	27	25	100
12	30	26	110
13	35	27	120
14	40	28	130

POKÉMON NATURE CHART

Value	Nature	Raise	Lower	Value	Nature	Raise	Lower
1	Cuddly	HP	Attack	19	Rash	Special Atk.	Special Def.
2	Distracted	HP	Defense	20	Quiet	Special Atk.	Speed
3	Proud	HP	Special Atk.	21	Dreamy	Special Def.	HP
4	Decisive	HP	Special Def.	22	Calm	Special Def.	Attack
5	Patient	HP	Speed	23	Gentle	Special Def.	Defense
6	Desperate	Attack	HP	24	Careful	Special Def.	Special Atk.
7	Lonely	Attack	Defense	25	Sassy	Special Def.	Speed
8	Adamant	Attack	Special Atk.	26	Skittish	Speed	HP
9	Naughty	Attack	Special Def.	27	Timid	Speed	Attack
10	Brave	Attack	Speed	28	Hasty	Speed	Defense
11	Stark	Defense	HP	29	Jolly	Speed	Special Atk.
12	Bold	Defense	Attack	30	Naive	Speed	Special Def.
13	Impish	Defense	Special Atk.	31	Composed*	HP	HP
14	Lax	Defense	Special Def.	32	Hardy*	Attack	Attack
15	Relaxed	Defense	Speed	33	Docile*	Defense	Defense
16	Curious	Special Atk.	HP	34	Bashful*	Special Atk.	Special Atk.
17	Modest	Special Atk.	Attack	35	Quirky*	Special Def.	Special Def.
18	Mild	Special Atk.	Defense	36	Serious*	Speed	Speed

*These Natures are **neutral**; they simply do not affect Base Stats, since they cancel themselves out.

CALCULATING CAPTURE RATES

A Pokémon's **Capture Rate** depends on its **Level**, **Hit Points**, **Status Afflictions**, **Evolutionary Stage**, and **Rarity**.

First, begin with 100. Then subtract the Pokémon's Level x2.

Next, look at the Pokémon's current Hit Points. If the Pokémon is above 75% Hit Points, subtract 30 from the Pokémon's Capture Rate. If the Pokémon is at 75% Hit Points or lower, subtract 15 from the Pokémon's Capture Rate. If the Pokémon is at 50% or lower, the Capture Rate is unmodified. If the Pokémon is at 25% Hit Points or lower, add a total of +15 to the Pokémon's Capture Rate. And if the Pokémon is at exactly 1 Hit Point, add a total of +30 to the Pokémon's Capture Rate. Pokémon reduced to 0 Hit Points or less cannot be captured. Poké Balls will simply fail to attempt to energize them.

Next, look at the Pokémon's Evolutionary Stage. If the Pokémon has two evolutions remaining, add +10 to the Pokémon's Capture Rate. If the Pokémon has one evolution remaining, don't change the Capture Rate. If the Pokémon has no evolutions remaining, subtract 10 from the Pokémon's Capture Rate.

Next, consider the Pokémon's Rarity. Shiny Pokémon and subtract 10 from the Pokémon's Capture Rate. Legendary Pokémon subtract 30 from the Pokémon's Capture Rate.

And last, consider any Status Afflictions and Injuries. Persistent Conditions add +10 to the Pokémon's Capture Rate; Injuries and Volatile Conditions add +5. Additionally, Stuck adds +10 to Capture Rate, and Slow adds +5.

CONTEST MECHANICS

Introduction Stage: Roll Charm for Cute, Command for Cool, Guile for Smart, Intimidate for Tough, or Intuition for Beauty. Gain Contest Stat Dice on 3+.

Performance Stage: Gain 0 Appeal on 1, gain 1 Appeal on 2-5, gain 2 Appeal on 6.

Center of Attention: Gain 1 Fumble Point on 1. Gain 0 Appeal on 2-3. Gain 2 Appeal on 4-5. Gain 3 Appeal on 6.

CONTEST EFFECTS

Attention Grabber: 1d6 – Each adjacent competitor loses up to two Voltage; you gain Voltage equal to the amount lost this way.

Big Show: 1d6 – You gain +3 Voltage

Catching Up: 2d6 – Roll +3d6 if all adjacent competitors have more Voltage Points than you do, and you gain +1 Voltage.

Desperation: 5d6 – All results of 1 grant you +1 Fumble, and all results of 6 grant you +1 more Appeal Point. This Stacks with being at the Center of Attention.

Double Time: Xd6 – You lose 2 Voltage. Roll +1d6 for every point of Voltage competitors adjacent to you have, minus 1d6 for each point of Voltage you have remaining.

Excitement: 3d6 – You gain +2 Voltage

Exhausting Act: 4d6 – If you have 2 or more voltage, roll +2d6; you then lose 2 Voltage

Gamble: 2d6 – All results of 6 this round grant you +1 Voltage.

Get Ready: 1d6 – You lose 2 Voltage. Double the number of Dice from your Move next round. Bonus Dice from Contest Stats and Voltage are not doubled.

Good Show: 2d6 – Roll +3d6 if all adjacent competitors have less Voltage Points than you do, and you gain +1 Voltage.

Incentives: 3d6 – If this Move matches the current contest Type, you gain 1 Voltage and each adjacent Competitor loses 1 Voltage.

Inversed Appeal: Xd6 – X is equal to 5 minus your current Voltage.

Reflective Appeal: Xd6 – X is equal to your current Voltage.

Reliable: 3d6 – If you used the same Move last turn, roll +1d6 and gain 1 Voltage. Moves with Reliable may be used consecutively.

Sabotage: 3d6 – All dice rolled this round do not give points; instead they give all adjacent competitors that many Fumble Points.

Safe Option: 4d6 – Rolls of 6 during this round only grant 1 Point, but you cannot gain Fumble Points from rolling a 1.

Saving Grace: 1d6 – You lose 1 Fumble Point for each level of Voltage you have. If you lose two or less Fumble Points this way, you gain +1 Voltage. You cannot gain Fumble from Competitor's moves for the remainder of the round.

Seen Nothing Yet: Xd6 – You lose all Voltage. For each point of Voltage lost this way, roll +2d6.

Special Attention: 5d6 – Each adjacent competitor gains 1 Voltage

Steady Performance: 5d6 – You gain +1 Voltage

Tease: 4d6 – All results of 5 or 6 grant only +1 Point; but all results of 6 cause each adjacent competitor to gain +1 Fumble Point.

Unsettling: 5d6 – You lose 2 Voltage, and each adjacent competitor loses 1 Voltage.